

DEN CHIEF

HANDBOOK



BOY SCOUTS OF AMERICA®



Den Chief Handbook



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1

The Den Chief

LEARNING OBJECTIVES

As you read this chapter, you will learn about

- *The responsibilities of the den chief*
- *How you are identified as a den chief*
- *Your commitment to service as a den chief*



Congratulations! You have been chosen by your Scoutmaster, Venturing Advisor, or Skipper to serve as a den chief. This is a job that will make you one of the leaders for a Wolf (second graders), Bear (third graders), or Webelos (fourth and fifth graders) den and will help you to learn and practice important leadership skills.

The position of den chief is one of the listed positions of leadership responsibility for a Scout troop or Venturing crew. The position can help you fulfill requirements for the Eagle Scout rank or for the Summit Award.

RESPONSIBILITIES

Leadership means responsibility. It's adventure and often fun, but it always means responsibility. Don't think that your new job as a den chief will be just an honor. It is much more than that. It means that other people, Cub Scouts and leaders, expect you to take the responsibility of getting a job done.

As den chief, you are to set a good example for youth who are younger than you. Through you they will learn what it means to live by the Scout Oath and Scout Law. Being den chief is an important position; therefore, you should not hold another leadership position in your troop, crew, or ship while you are serving as a den chief.

Cub Scouting is a family program, and you will meet the families of your den members. These people will be grateful to you when they see how much their Cub Scouts like you, look up to you, and respect you. Being a den chief is your chance to lead by example. You will enjoy teaching younger Scouts what you know, and you'll feel good when they ask you for help and advice.

You'll also be a big help to den leaders, as they count on you to be responsible and reliable in helping to carry out the activities of the den.



Part of being a leader is being reliable. The den leader expects you to be at den and pack meetings early. If you can't be at a meeting, be sure to let the leader know ahead of time so that he or she can make other arrangements. Den leaders know that you are busy. But they also know that you have made a commitment to serve as a den chief and plan to honor it.

Insignia

Wear your badge of office proudly. You will receive the den chief badge, which you'll wear on the left sleeve of your uniform. The den chief shoulder cord is worn on your left shoulder.

When you have completed Den Chief Training online or conducted by your district or council, you are eligible to wear the "Trained" emblem below your

den chief badge of office. A den chief working with a Wolf or Bear den wears the blue and gold den chief shoulder cords, while one working with a Webelos or Arrow of Light den wears the tricolored Webelos den chief shoulder cords.



Den Chief



Webelos Den Chief

Den Chief Service Award

The Den Chief Service Award recognizes den chiefs who lead and serve their dens for at least a year. This award emphasizes your key role within Scouting—and compliments you for your important service.

You'll find the requirements for the award at the end of this handbook. The den chief honor cord is a single cord and is red, white, and blue; it may be worn even after you complete your service as a den chief up until 18 years of age.



The Den Chief Pledge

By accepting the leadership position, you pledge to the following:

DEN CHIEF PLEDGE

I promise to help the Scouts of my den to the best of my ability; to encourage, guide, and protect them in all den and pack activities; and to show them by my example how to live by the Scout Oath and Scout Law.

I will strive to be prompt and dependable, and to cooperate with the leaders in carrying out the den program.

As each member becomes eligible to move along the Cub Scouting trail, I will encourage them and do all in my power to interest them in someday becoming a Scout in a Scouts BSA troop.

2

Understanding the Members of the Den

LEARNING OBJECTIVES

As you read this chapter, you will learn about

- *The characteristics and needs of Cub Scouts and Webelos Scouts*
- *Ways to provide encouragement and serve as a role model when working with the den*



We will start with the definition of **characteristic**. A characteristic is a distinguishing trait, quality, or property. For example, the Scout Law is a list of characteristics every Scout strives to have.

There are a lot of differences between the Scouts in a den, between second and third graders, and between fourth and fifth graders. Size, for instance, does not determine emotional maturity. A third grader might be bigger than a fifth grader but may still act like a 9-year-old!

Now, let's take a look at some of the common characteristics of Cub Scouts and Webelos Scouts and how their differences determine their behavior in a den. This information will help you understand why the Cub Scouts in the den act the way they do and guide you in how to respond to them as a leader.

Characteristics of Cub Scouts

CUB SCOUTS	WEBELOS/AOL SCOUTS
<i>They are between 7 and 9 years old. They are in first through third grade and</i> <i>• are growing in their physical strength and endurance</i> <i>• are curious about the way things work</i> <i>• have vivid imaginations</i> <i>• can understand the difference between right and wrong</i> <i>• have a keen sense of rules and will protest if they think someone is cheating</i> <i>• may be highly critical of themselves and often need encouragement</i> <i>• are often eager to please and demonstrate this by wanting to help</i> <i>• can tell time but cannot tell how much time has passed or manage their time on a project</i>	<i>They are between 9 and 10 years old. They are in fourth and fifth grades and</i> <i>• have well developed eye-hand coordination</i> <i>• are better at thinking through an action before performing it</i> <i>• are growing in physical stamina</i> <i>• have further developed their fine motor skills</i> <i>• are more willing and able to take on difficult or tedious tasks and crafts</i> <i>• have an improving sense of time and can better manage their time to complete a project</i> <i>• like to be part of the planning process</i> <i>• are more organized in their thinking abilities</i> <i>• are growing in self confidence</i> <i>• have longer attention spans</i> <i>• are able to sit and discuss issues of importance</i> <i>• can follow rules better than younger Cub Scouts</i> <i>• understand the difference between intentional and accidental rule-breaking</i>

Youth of Cub Scout age can behave differently from each other and express themselves differently. The Cub Scout den may be made up of boys or girls. Young girls tend to be comfortable using words to express themselves

whereas boys may express themselves more with their actions. On average, most little boys tend to be more physically active than little girls of the same age. Girls in a den may be able to sit for longer periods of time and show better attention spans than boys. Girls at age 9 or 10 might start to show signs of more physical and emotional maturity, while boys of the same age may not. Some girls may be taller than boys of the same age and, therefore, look older. They may seem to have more mature interests than boys of the same age.

Young Cub Scout-age boys tend to show more aggression, such as hitting and kicking, than do girls of the same age. While physical aggression is more common in little boys, little girls may show more social aggression such as name-calling or excluding others. However, girls may be better at talking about their emotions. They may be better at explaining how they feel than boys. You can ask them simple questions such as “How do you feel about that?” or “How do you think someone else might feel if that happened to them?”

As a den chief, you are serving as a role model for the youth in your den. Maintaining patience and a positive attitude can have a profound influence on those Cub Scouts. Your actions will speak louder than words: Cub Scouts may not remember your words, but they will remember how you treated them and how they felt being in your presence.

Understanding the Needs of Cub Scouts in the Den

Understanding the characteristics of Cub Scouts and Webelos Scouts will give you a good start in preparing to lead them. The next step is to understand the things that Cub Scout-age children desire and what they like.

Cub Scout-age children like:

- *Recognition*
- *Understanding and caring from leaders*
- *Being part of a group*
- *Physical activity*

As a den chief, you should be sensitive to the needs of all members of your den based on their characteristics. For example, taking Cub Scouts on a 3-mile hike may not be a good idea given their lack of stamina and short attention span. However, taking a half-mile hike to feed some fish or birds, then walking back, might be a good way to meet their need for physical activity.

In addition to characteristics and needs, the abilities of Cub Scout-age children should help determine how you treat them. An **ability** is something we can do, and it is directly tied to our characteristics. Think carefully about what younger Scouts can and cannot do as you help lead them.

Finally, remember that every Cub Scout is different, with different needs and characteristics. These differences have to do with

- *Culture—customs, attitudes, and related beliefs*
- *Ethnicity—a common heritage or culture, a shared language or dialect*
- *Religion—their system of faith and worship*
- *Learning—how they learn; some are visual learners, some learn by doing, and some learn by simply reading or listening.*
- *Special needs—differences in how they learn, their ability to pay attention, their interaction with others, and how their muscles work*
- *Gender—whether they are male or female*



Be sensitive to the particular background of a Cub Scout or Webelos Scout. You may become aware of this by how the Scout behaves, what they say, or what they value. Be sensitive about their religious background, which may

include needs for a special diet or time for prayer. If you don't understand something, take time to ask them. Ask in a positive way and take care not to embarrass the Scout. You may also turn to the adult leader for advice and more information.

The school Cub Scouts attend can influence their Scouting experience. One Scout may join Scouting with a group of friends from school. Another might not know anyone in their den, and they may need gentle encouragement to talk to and play with others. You can ask them their favorite things to do and tell them about what others in the den like to do. As the den chief, you can play a big role in modeling how to make friends and being kind to others in the den.

Some Cub Scouts have special differences and challenges such as how they learn, their ability to pay attention and to interact with others, and how their muscles work. They may behave or learn differently and need some extra time or help. Remember that Cub Scouting should be a safe haven for all children, especially those with special needs. This may be the only place outside of family or school where they are accepted and included. Talk with the den leader (adult) about how to lead Scouts with these kinds of special challenges.

Be alert for den members who might have trouble joining in the group. If the activity or talk of the den member concerns you, be sure to talk to your den leader. Do bring your observations to their attention. Your observations can be very helpful to the adult leaders as they may not notice everything going on in the den.

The most important thing you can provide to the den members is your **respect for them as individuals**. A good leader works to accept each Cub Scout as they are and tries to be a friend to each one. The den should be a safe place to share ideas, activities, and emotions without judgment or criticism.

Working With Cub Scouts

PROVIDE ENCOURAGEMENT

Work with your den leader in coming up with a plan to do the following:

- *Give rewards in order to build self-esteem among members of the den.*
- *Praise immediately and meaningfully any and all good behavior and performance.*
- *Adjust rewards if they are not effective in motivating behavioral improvement when needed.*
- *Find ways to encourage a Cub Scout who is struggling.*
- *Teach the den members to reward themselves. This will encourage Cub Scouts to think positively about themselves.*



SERVE AS A ROLE MODEL

Work with your den leader in coming up with a plan or examples on how you can:

- *Be a friend.*
- *Be a role model.*

- *Be a teacher.*
- *Become a good listener.*
- *Encourage and reward.*

With your den leader, share what Scouting skills you have and things you like doing. Then develop a list of those skills so the den leader knows what you are good at and what you enjoy:

GIVING INSTRUCTION TO YOUTH WHO REQUIRE SPECIAL ATTENTION

Work with your den leader in coming up with a plan to do the following:

- *Maintain eye contact during verbal instruction, except when the Cub Scout's culture finds this inappropriate.*
- *Make directions clear and concise. Be consistent with instructions.*
- *Simplify complex directions. Give one or two steps at a time. Use the Teaching EDGE approach to passing along new skills.*
- *Make sure the Cub Scout comprehends the instructions before beginning the task.*
- *Repeat instructions in a calm, positive manner, if needed.*
- *Help the Cub Scout feel comfortable with seeking assistance.*

3

The Den Chief's Role

LEARNING OBJECTIVES

As you read this chapter, you will learn about

- *Your role as a junior leader*
- *The purposes of Cub Scouting*
- *Specific roles and responsibilities as a den chief*



YOU ARE A SPECIAL KIND OF JUNIOR LEADER

You are an important part of a Cub Scout pack. As a den chief, you are a reminder that Cub Scouting is the first step in Scouting. Your participation as a mentor and leader for Cub Scouts is often the most important part of encouraging a Cub Scout to remain active in Scouting.

Your leadership for a Wolf, Bear, Webelos Scout, or Arrow of Light den will set the example for the Cub Scouts in your den of how to live by the Scout Oath and Scout Law. As a den chief, you will help Cub Scouts achieve the purposes of Cub Scouting.

THE AIMS AND METHODS OF CUB SCOUTING

Cub Scouting is a program of the Boy Scouts of America for young people in kindergarten through fifth grades. Parents, leaders, and organizations work together to achieve the aims and methods of Cub Scouting. Aims are the overall goals we want to achieve in Scouting, and methods are the ways in which we accomplish those goals. You should talk with your den leader about how den meetings bring to life the aims and methods of Cub Scouting and how you can help. There are four aims in Scouting: character development, citizenship training, leadership, and mental and physical fitness. To accomplish these aims in Cub Scouting, we use seven methods.

METHODS OF CUB SCOUTING

Living the ideals. *Cub Scouting's values are embedded in the Scout Oath, the Scout Law, the Cub Scout motto, and the Cub Scout sign, handshake, and salute. These practices help establish and reinforce the program's values in Scouts and the leaders who guide them.*

Belonging to a den. *The den—a group of six to eight children who are in the same grade and are the same gender—is the place where Cub Scouting starts. In the den, Cub Scouts develop new skills and interests, practice sportsmanship and good citizenship, learn to do their best—not just for themselves but for the den as well.*

Advancement. *Recognition is important to everyone. The advancement plan provides fun for the Scouts, gives them a sense of personal achievement as they earn badges, and strengthens family understanding as adult family members and the den leader work with Scouts on advancement projects.*



Family Involvement. *Whether a Cub Scout lives with two parents or one, a foster family, or other relatives, their family is an important part of Cub Scouting. Parents and adult family members provide leadership and support for Cub Scouting and help ensure that Scouts have a good experience in the program.*

Activities. *Cub Scouts participate in a huge array of activities, including games, projects, skits, stunts, songs, outdoor activities, trips, and service projects. Besides being fun, these activities offer opportunities for growth, achievement, and family involvement.*

Serving the Neighborhood. *Cub Scouting focuses on the home and neighborhood. It helps Scouts strengthen connections to their local communities, which in turn supports their growth and development.*

Uniform. *Cub Scout uniforms serve a dual purpose, demonstrating that a Scout is part of a team and showing individual achievement (Scouts wear the badges they've earned). Wearing the uniform to meetings and activities also encourages a neat appearance and good behavior.*

ACTIVE IN THE UNIT

It is important for you to remain an active member of your unit, whether the unit is a troop, crew, or ship. The skills you practice as a den chief will make you a more effective member of your unit. The skills you learn as a Scout, Venturer, or Sea Scout will help you in your role as a den chief. More than one den chief has been asked by his or her den leader to share outdoor, song-leading, or game-leading skills with the members of the Cub Scout den.

DEN CHIEF RESPONSIBILITIES

Your job as a den chief is to help the den leader run a fun and active den meeting. Your den leader expects you to help with the items listed below. Do your best to come prepared, ready to help lead the meeting.

Help the den leader with den meetings. Each meeting will be led by a den leader and another adult. You should always come early, before the meeting starts. You can be a great help by being ready to do as you are asked by the den leader. You may find that the den leader asks you to do the same thing each week or may change it from meeting to meeting. To help you with this responsibility, ask your den leader to share with you a copy of the Wolf, Bear, or Webelos handbook for the Cub Scout rank you will be working with. Each of these books shows how to run a safe, fun, and adventurous den meeting.

The appendix of this handbook contains a Den Chief Planning Sheet. You can coordinate with your den leader to identify areas of responsibility in future den meetings that you will lead. Complete the sections and use the Den Chief Planning Sheet as a reminder to “be prepared.”

Help lead activities, games, and ceremonies. Cub Scouts often learn best from their peers. Your own experiences in a troop, crew, or ship use peer-to-peer leadership and teaching to help accomplish Scouting’s goals. You have this same opportunity to assist younger members of the Scouting movement by helping to lead them in activities, outings, ceremonies, and games. Your skill in outdoor activities may be of particular value to the den.

Help the members learn to be leaders. One of Scouting’s aims is to help its

members become leaders. You can help Cub Scouts to grow as leaders by showing how you serve as a leader with their den.

A leader reflects the principles of the Scout Oath and Scout Law. In each Cub Scout handbook you may find a character compass (or several) that is tied to a requirement. Use the character compass to help make the connection for the Cub Scout between the activity and the character compass. You can help support character development as a part of developing leadership in meetings or when your den goes outdoors.

Set a good example as a role model. The best teacher is a person who is a good example. You can be a great example for the den. What you do speaks louder than the words you use. Be an example in cheerful service, preparedness, punctuality, wearing your uniform, and living by the Scout Oath and Scout Law.

Share knowledge of the outdoors. One of the areas where you will shine as a role model is in your knowledge of the outdoors. You can share your outdoor knowledge whenever the den goes on outings, hikes, or campouts. Some may not have gone hiking or camping before. Tell them about your experiences and what fun it is! When you are outdoors your actions show others what is OK to do. Younger Scouts want to learn all about nature. Explain how caring for and sharing nature reflect the Scout's duty to be courteous, kind, and thrifty and to obey the Scout Law.

A great way to do this is to show Cub Scouts how to practice outdoor ethics. The adventures in the Cub Scout and Webelos handbooks include ideas on how to follow the Outdoor Code and Leave No Trace Principles for Kids. Demonstrate these when you go with your den on hikes or campouts. Explain why we stay on trails, how to reduce waste and dispose of trash properly, and the importance of being considerate of wildlife and other people. Every outdoor action can leave an impact. If you need help, ask your den leader or contact the outdoor ethics guide for your troop.

Encourage Cub Scouts and Webelos Scouts to move on to the next Scouting level. Do you know why most youth never join Scouting? It's because no one has asked them. You can do more than just ask den members to stay active in Scouting. A story you share about the fun you had on a patrol

outing may be just what it takes to encourage a Scout to remain in Cub Scouts or to move ahead into Scouting as a youth.

OUTDOOR CODE

As an American, I will do my best to –
Be clean in my outdoor manners.
Be careful with fire.
Be considerate in the outdoors.
Be conservation minded.

LEAVE NO TRACE PLEDGE

I promise to practice the Leave No Trace Principles wherever I go:

1. Know before you go
2. Choose the right path
3. Trash your trash
4. Be careful with fire
5. Respect wildlife
6. Be kind to other visitors.

As Webelos Scouts are learning about the patrol method, you can answer questions about the roles of Scouts in the patrol and troop. Go with the den when they attend troop meetings to help them feel welcome—even that first campout with the troop can be scary. Help them set up tents and go hiking. Share the fun you had at camp to help them make the transition into Scouts BSA.

THINGS THAT ARE NOT A DEN CHIEF'S RESPONSIBILITY

You have an important job with your den, but some tasks are led by the den leader. These are two of the most important:

Planning den meetings. The den leader takes care of planning the den meetings. He or she uses ScoutBook's Den Leader Experience for the program level for the Cub Scouts you are assisting. Your den leader may ask

you to lead a part of the den meeting. Den chiefs are the den's experts at leading games, for example. Suggested games for each den meeting are included in the den meeting plans.

Correcting the behavior of den members. Your den leader is responsible for correcting the behavior of members of the den. Your best way to help your den leader is by serving as a role model for good behavior.



YOUNGER CUB SCOUTS LOOK UP TO THE DEN CHIEF

Remember that through your example and attitude, you are always leading. The den members look up to you and want to be like you. So you want to be sure that the example you show them—what you say and what you do—represents the best of Scouting.

4

Den Chiefs in the Den

LEARNING OBJECTIVES

As you read this chapter, you will learn about

- *Leadership in a den*
- *The parts of a den meeting*
- *Cub Scout advancement*



WHO IS IN THE DEN?

As a den chief, you will be helping in one of the following dens:

- *Wolf den: Scouts in the second grade*
- *Bear den: Scouts in the third grade*
- *Webelos den: Scouts in the fourth grade*
- *Arrow of Light den: Scouts in the fifth grade*

Some of your duties in the den will be the same regardless of the age of your Scouts:

- *You will help with games and activities.*
- *You will help Scouts with their advancement.*
- *You will help when the den goes on special outings or field trips.*

- *You will show them how to you will show them how to live and act in accordance to the Scout Oath and Scout Law.*
- *You will encourage den members to stay in the Scouting program and move on to the next rank (including encouraging Arrow of Light Scouts to become Scouts in a troop).*

Help at Den Meetings

WHO IS IN CHARGE OF A DEN?

Always remember that in any den, you are a part of the leadership team in charge of the den! An adult den leader is in charge of each Wolf, Bear, Webelos Scout, and Arrow of Light den. As den chief, you are part of the leadership of the den. Your role is to assist the den leader at den meetings, pack meetings, and outings. You and the den leader will determine what your duties will be at each meeting or outing.

THE CUB SCOUT DENNER

There may also be an assistant den leader, as well as a denner and assistant denner, as part of the den's leadership. There is an important relationship between the den chief and the denner. The denner and assistant denner are Cub Scouts in the den who are given specific responsibilities. The den leader decides on what responsibilities the denner has and how the position is rotated among the Cub Scouts.

- *You and the den leader will work together to determine the denner's responsibilities, which might include helping you and the den leader to set up the den meeting place and clean up afterward. The denner may also help with games and other activities.*
- *Being a denner is one of the first steps a Cub Scout takes toward leadership.*

As a den chief, you can help the denner and assistant denner to be leaders. You are one of the leaders closest to their age, so they will look up to you. Remember the following:

- *Let the denner and assistant denner help you and learn from you.*
- *Praise them for doing a good job.*
- *Show them how to do things and then let them lead youth on their own.*

What Happens at Den Meetings?

Cub Scout dens meet regularly. How often they meet is based on several factors such as the den leader's availability, access to meeting location, and other needs of the families in the den. Know your den's schedule and add of den meetings and den outings to your calendar.

Parts of a Den Meeting

Den meetings are divided into seven parts. The den meeting is centered on a Cub Scout Adventure and includes activities that complete requirements for the adventure:

1. Before the meeting
2. Gathering
3. Opening
4. Talk Time
5. Activities
6. Closing
7. After the meeting



Let's look at each part of a den meeting and see how den chiefs fit in and what their duties might be.

Before the Meeting

This part of the meeting gives the leadership (including you) time to

- *Confirm roles and responsibilities during the den meeting.*
- *Prepare songs, games, crafts, or other activities.*
- *Gather and organize supplies.*
- *Set up the meeting area.*
- *Take care of any last-minute details.*

Arrive early, prepared, and in full uniform.



Gathering

Cub Scouts usually don't all arrive at the same time. So while everyone is arriving, you might be in charge of leading the gathering game or activity that keeps den members interested and busy. You also might

- *Greet Cub Scouts as they arrive and show them where to put coats or school bags.*
- *Help any who might need special attention (such as Scouts with special needs).*
- *Help check attendance or check uniforms (this might also happen later in the meeting).*

Opening

The gathering time is informal, but the opening is an organized activity that signals the beginning of the meeting. As previously agreed upon, you might help the leader

- *Get the Scouts to settle down. Use the Cub Scout sign for silence and attention. As always, set a good example yourself.*

- *Lead the Pledge of Allegiance, the Scout Oath, a flag ceremony, or a theme-related opening ceremony.*
- *Start off with a song or a yell or have a fun roll call.*

Talk Time

As previously decided, you may help the den leader check attendance, check Scouts' advancement, and explain plans for upcoming meetings.

Activities

This is the main part of the meeting when activities take place. Help the den leader to

- *Lead the planned activity. This may involve distributing supplies and materials. It will also mean helping Cub Scouts do the project. Be sure to set an example of proper uniforming.*
- *Teach the Scouts a game or trick, or show them how to do some physical fitness exercises as indicated in the den meeting plan.*
- *Have the Scouts practice an activity that the den may be planning for the pack meeting.*
- *Show how to practice the Outdoor Code and Leave No Trace Principles for Kids when you go outdoors.*
- *Help Scouts to have fun. The den meeting should not be like sitting in a classroom!*
- *Recognize den members who have completed achievements.*



Closing

The closing is usually more serious and quiet than the opening. Help the den leader to

- *Get the Scouts to quiet down.*
- *Make announcements.*
- *Remind Scouts about upcoming events and what they must bring or be prepared to do.*
- *Help with any closing ceremony.*
- *See that den members are ready to go home and don't forget their jackets, books, or school bags.*

It's also a good idea to know whether each Scout is allowed to walk home or whether they will be picked up. Help the den leader keep an eye on any den members who are waiting outside.

After the Meeting

- *Help put the meeting place back in order.*
- *Review the meeting with den leaders.*
- *Help make plans or assignments for upcoming meetings or events. Use the Den Chief Planning Sheet located in the appendix to record your upcoming responsibilities.*



Be Prepared

The den leader may ask you, as den chief, to lead the gathering and other activities of the den meeting. These may include songs, skits, games, and ceremonies. Here are some important concepts to follow:

- *For songs and skits, practice by teaching the Cub Scouts two lines at a time. It may help to put the song or skit on a poster or dry-erase board for the Cub Scouts to read as they sing.*
- *For games, make sure you have enough space to play them. Make sure the field is safe and there are no obstacles or hazards. Be sure you know and explain the rules, and stress the importance of playing fairly. Before beginning, check that Scouts understand the rules of the game. Remember*

to be the referee and not a player.

Cub Scout Advancement

1. Lion (kindergarten)
2. Tiger (first grade)
3. Wolf (second grade)
4. Bear (third grade)
5. Webelos (fourth grade)
6. Arrow of Light (fifth grade)



As den chief, you can help Cub Scouts feel so good about themselves and their achievements that they will want to keep moving in the program through the ranks. This is an important part of your job. The best encouragement Cub Scouts can have is to work with a den chief they like and admire—and that can be you!

Wolf, Bear, Webelos, and Arrow of Light Scouts all have badges and awards they can earn when they have passed the requirements. You can learn more in the Cub Scout handbooks about advancement requirements for the different ages, but let's take a look at the basics.

Youth who join Cub Scouting after kindergarten work on the Bobcat badge before working on their badge of rank. After earning the Bobcat badge, if a

Cub Scout is in second grade (or 8 years old), they work on the Wolf badge. Cub Scouts in third grade (or 9 years old) work on their Bear badge. Those in the fourth or fifth grades (or 10 or 11 years old) work on the Webelos and Arrow of Light badges.



Cub Scouts earn their rank by completing adventures. Adventures have several requirements that are based on a specific topic. There are required adventures and elective adventures.

You should be familiar with the appropriate handbook for the den that you will be working with. The handbooks include the requirements for the ranks.

Cub Scouts can earn immediate recognition devices as they advance. Wolves and Bears earn adventure loops that go on their belts. Webelos and Arrow of Light Scouts earn adventure pins that attach to their Webelos colors or their hat. A simple den ceremony, which you can help plan and lead, should be held to recognize den members when they have earned advancements. Ranks will be formally presented at pack meetings.

Help With Special Outings or Field Trips

Cub Scouts sometimes take special trips.

Planning an outing can be a big job. Always be ready to help and take responsibility. When out with the den—whether taking a hike or visiting a museum—help the den leader to make sure they stay together, use the buddy system, and are safe at all times. Help keep them attentive and quiet when called for.

Some Scouts may have a lot of experience in outdoor activities and camping; others may have very little. You can help prepare the Cub Scouts and

Webelos Scouts for the fun of camping by telling them about your experiences. Help them plan what to take in order to be prepared for the weather as well as the program that is planned. Lead a game or a Leave No Trace activity to help them remember what to do to care for and share nature. Your experience camping in various places in all kinds of weather will help them learn that even rain can't dampen the fun of a campout.

Encourage Scouts to Stay in Scouting

The best way you can encourage den members to stay involved in Scouting is by setting a good example. Be a leader they like and admire. Be their friend.

But also talk with the Scout. Tell them about the adventures in Scouts BSA such as hiking and camping. Tell them how much fun you have being a part of Scouting yourself. If Scouting has helped you in your school work, tell them how. Maybe now you have a hobby or even a career in mind that you didn't have before you became involved in Scouting. Tell them how Scouting got you interested. Share some of the interesting merit badges you have earned. This is the easiest part of your job as a den chief—to get someone else excited about something that you believe in and are excited about yourself.



5

Den Meeting Fun

LEARNING OBJECTIVES

As you read this chapter, you will learn about

- *Resources to provide fun and meaningful activities*
- *Examples of activities to enhance the den meeting program*
- *Samples of games and how to lead them*
- *Samples of ceremonies and hints for success*



Resources

Fun is an important part of every Cub Scout activity. Knowing and using resources can help you become an expert in helping to lead a great den meeting.

Use resources and materials that are published by the Boy Scouts of America, designed for Cub Scouts. All of these materials were carefully selected to make sure that they are fun and safe and that they are consistent with values of Scouting.

If you use the internet to search for skits, songs, and games, be sure that you

have your parent or guardian's permission to search online. Make sure that the resources you select are appropriate for Cub Scouts. Be sure to share them with your den leader in advance to see if he or she agrees with your selection.

One of the aims of Scouting is Character Development, and den meeting programs are a place where positive examples are set. Skits, songs, activities, and games are to reflect the values of the Scout Oath and Scout Law. Keep these activities positive and safe. If you see a Cub Scout not acting in accordance to the Scout Oath and Law, notify the Den Leader. If you see a Cub Scout doing something that might cause harm to themselves or others stop it immediately and notify the den leader.

Do not:

- *Use toilet humor—anything that involves bodily functions, underwear, or toilet paper.*
- *Use water—where the members of the den or pack get wet.*
- *Embarrass a member of the den or pack.*
- *Use racial, ethnic, or gender put-downs.*
- *Make fun of mental or physical disabilities, religious groups and other groups.*
- *Show violent behavior.*
- *Do or encourage anything that is not in keeping with the ideals of the Boy Scouts of America and the Scout Law.*

Gathering Time

Activities during the gathering time should be designed to keep Cub Scouts occupied and prepare them for the meeting while the rest of the den arrives. Den meeting plans suggest specific activities that are related to the meeting's theme. The gathering activity may include a requirement for the adventure. Make sure that if you use a gathering activity different from what is in the den meeting plan, check to make sure it doesn't include a requirement for the adventure. Leading the Cub Scouts in a 10- to 15-minute active game makes for a great gathering activity and allows them to release energy and get ready for the meeting to start.

Here are some suggestions:

BADEN-POWELL SAYS

This game is played like Simon Says. The leader is at the front and gives a command to perform an action (e.g., “Stand on your left foot.”). If the leader begins the command with “Baden-Powell says,” everyone does the action. If any players do the action incorrectly, they are out. If the command does not begin with “Baden-Powell says,” and the action is performed, the player is out.

CONCENTRATION

Materials needed: Deck of cards

Select pairs from a deck of cards depending on the size of the den. Lay the cards out face down on top of a table. Each player turns over two cards. If the cards match, player keeps the pair and wins a point. If they do not match, the player turns the cards they selected face down in the same place, and the game continues to the next player. The Scouts can make their own sets of cards by selecting pictures from magazines to cut in half and mount on card stock.

CRAFT STICK PUZZLES

Materials needed: Craft sticks, markers

Each Cub Scout receives the same number of craft sticks, lays them side by side to form a “fence,” then uses a marker to draw a picture covering all the sticks. Once the pictures are drawn, each player trades sticks with another player, who will try to put the stick puzzle back together.

HOT OR COLD

Select a player to leave the room, then choose an item to hide. The player then comes back and tries to locate the object. The other Cub Scouts give the player clues to the location by saying things like “You’re getting hotter” as they move closer or “You’re getting colder” as they move away from the item. Signals can also be given by creating noise such as beating on the bottom of an aluminum pie plate with a spoon, or slapping hands on knees. As the player nears the item, the beats or slaps become faster and louder; as the player moves farther away, they get slower and softer.

MARBLE GOLF

Materials needed: Marbles, cups, a coin or button to serve as the “golf tee”

Create a three-hole marble “golf course” using items such as coins or buttons as the tee boxes and cups as the holes. Place each cup on its side several feet away from its tee box. Each Cub Scout shoots a marble from the tee box toward the hole. The Scout should count the number of shots to get to the hole. Once the first hole has been reached, the player moves on to the next hole. The Scout with the lowest score wins. You can make the course harder by putting obstacles in the way.

MILK JUG TOSS

Materials needed: Milk jugs, a bean bag or object to use as a ball

Gather enough milk jugs for each member of the den to have one. Cut the bottom of the milk jugs out so that each jug is large enough to catch a bean bag, ping-pong ball, rolled up sock, or Wiffle ball. Make sure to toss an item that will not hurt if it strikes the player and is soft enough not to break whatever it strikes.

CEREMONIES AND ACTIVITIES

Opening Ceremonies

The opening tells the Cub Scouts that the meeting has begun. Some den meeting plans suggest specific openings that are related to the meeting’s theme. There are also many suggestions in the resource section of each den meeting plan. The opening is usually ceremonial in nature. It often includes patriotic practices such as flag ceremonies or helps the den members connect with the ideas of Scouting, for example with a shared recitation of the Scout Oath or Scout Law. Some dens may have the practice of sharing a prayer as part of the opening.

DEN FLAG OPENING

The den forms a tight circle with the den flag in the center. Each Cub Scout grasps the flagpole with the left hand, makes the Cub Scout sign with the right hand, and recites the Scout Oath.

DEN YELL OPENING

Give your den yell.

Watch This

See a basic Cub Scout flag ceremony for a den meeting:
<https://vimeo.com/348611068>

HANDSHAKE OPENING

The denner calls the roll, and each member of the den comes forward and gives the denner the Cub Scout handshake.

OPENING/CLOSING SONG CEREMONY

Select a song, possibly one related to the week's adventure, from the *Cub Scout Songbook* to sing as your opening or closing.

PLEDGE OF ALLEGIANCE OPENING

The den gathers in a semicircle or horseshoe formation. One Cub Scout presents the colors (the U.S. flag) at the open end of the horseshoe. In turn, each youth steps forward, gives the Cub Scout salute, and steps back. Follow with the Pledge of Allegiance.

ROLL CALL OPENING

The denner calls roll, and the Scouts respond by naming an item related to the week's adventure.

SCOUT LAW OPENING

The den forms a circle, gives the Cub Scout salute, and says the Scout Law. (Webelos Scouts may give the Scout salute.)

SCOUT OATH OPENING

The Cub Scouts form a large circle. The adult partners, parents, and guardians (if present) form an outer circle by standing behind their Scouts. All say the Scout Oath in unison.

Closing Ceremonies

The closing provides a ceremonial moment to wrap up the meeting. Some den meeting plans suggest specific closing ceremonies that are related to the meeting's theme. The closing, especially as Cub Scouts grow older and more mature, is often led by the denner, the youth leader of the Cub Scout den. You can be a great coach by helping the denner lead the closing ceremony.

Here are some suggestions for closing ceremonies:

CIRCLE CLOSING

Have the den members form a circle: Each Cub Scout's left arm is placed around the shoulder of the Cub Scout on their left while the right arm is around the shoulder of the Cub Scout on their right.

*Den leader or den chief: Now may the Great Master of all Scouts be with us until we meet again.
(Note: This can be said in any of the closings.)*

FLAG FOLDING CLOSING

Have three Cub Scouts fold the flag while the others stand respectfully in a semicircle.

FRIENDSHIP CIRCLE

Den leaders and members form a friendship circle. Cross your arms with the right arm over the left, and grasp the hand of the person on each side. Then everyone sings a closing song.

HANDSHAKE CLOSING

Have the den members form a circle and pass the Cub Scout handshake from

one to another around the circle until it reaches the one who started it. As each receives the handshake, that Cub Scout silently makes a wish and pledges to “do my best.”

LIVING CIRCLE CLOSING

The living circle may be used alone or as a part of another ceremony. It reminds Cub Scouts of the fine friendships they are making in Cub Scouting. Den leaders and den members form a close circle and turn to their right, each placing their left hand in the center of the circle, palm facing downward. Each person grasps the thumb of the person behind them, making a complete circle with the group. Everyone’s right hand is held straight up in the Cub Scout sign. One version is to pump joined hands up and down seven times as all say, “Akela! We’ll—do—our—best!” You can also use the Scout Oath, the Cub Scout motto, or your own personal words in place of this chant.

Watch This

See the living circle and how it is formed: <https://vimeo.com/498051002>

MY FLAG CLOSING

Right before the closing, the den leader asks each Scout to write a sentence about what the U.S. flag means to them. For the closing ceremony, read the statements.

PATRIOTIC SONG CLOSING

Den members form a circle around the U.S. flag. Everyone salutes and sings “America the Beautiful,” “God Bless America,” or another patriotic song. (See the *Cub Scout Songbook* for ideas.)

SQUARE KNOT CLOSING

Materials needed: Rope sections

Give each Cub Scout a 3-foot section of rope. Then have them tie their ropes together with square knots to form a complete circle. They all lean back

carefully to make the circle taut.

*Den leader or den chief: You are part of a group of close friends, held together by the square knot
—a symbol of friendship.*

SONGS

Many den meeting plans suggest a song to sing for fun and to connect with that week's adventure. It's also a great idea to be ready with a favorite song to share with the members of the den. A song can add fun and goodwill to a den meeting. The den meeting plans have many suggestions for songs. You might also look for songs that you can lead in the *Cub Scout Songbook*. Each song in the songbook is appropriate for all Scouts.

Listen to This

The *Cub Scout Songbook* is also available for free on Soundcloud. Each song is available for download: soundcloud.com/user-973700341

Song Leading Hints

Choose it. As the leader you must choose the song that the group will sing. You want to be certain that all songs chosen support the values and ideals of Cub Scouting. You will also want to choose a song that fits the program. Fast action songs get the program off to a brisk start.

Patriotic songs add a note of dignity to the program. At the end of the program, slower closing songs can leave everyone calm and thoughtful.

Know it. The song leader should know the song—both words and tune—before leading it. Learn the song, then practice before the meeting by teaching the song to your family or to the pack committee members at the monthly pack planning meeting.

Teach it. Start by telling your audience the name of the song. Unless you are certain that everyone in the group knows the song, you need to teach both the words and the tune. You may wish to provide copies of the

words. Use songbooks, reproduced song sheets, or words on a large sheet of paper.

Sing it. Sing the song through once, either alone or with a small group who already know it. Let the singers try a verse at a time, slowly at first. When they master it, pick up speed.

Here are some suggestions for songs:

“Hello Song”

(Tune: “Skip to My Lou”)

Hello, hello, how are you? *(Wave hand.)*

Hello, hello, how are you? *(Wave hand.)*

Hello, hello, how are you? *(Wave hand.)*

How are you this morning?

I am fine, hope you are, too. *(Point to self, then a friend.)*

I am fine, hope you are, too. *(Point to self, then a friend.)*

I am fine, hope you are, too. *(Point to self, then a friend.)*

Hope you are, too, this morning.

Turn to your neighbor, and shake their hand. *(Shake hands.)*

Turn to your other neighbor, and shake their hand. *(Shake hands.)*

Turn to your other neighbor, and shake their hand. *(Shake hands.)*

Shake their hand this morning. *(Shake hands.)*

(During each line of the last verse, Scouts turn to a different neighbor and

shake hands. As the song ends, this continues all around the gathering.)

“Recognition Song”

(Tune: “Farmer in the Dell”)

Our honored guests are here,

Our honored guests are here,

Stand up now and take a bow,

Our honored guests are here.

(Continue by replacing “honored guests” with “den leaders,” “pack leaders,” “fathers,” “mothers,” “sisters,” “brothers,” “den chiefs,” “Cub Scouts,” “Wolves,” “Bears,” “Webelos Scouts,” and so on.)

“Old MacDonald Had a Farm”

Old MacDonald had a farm, E-I-E-I-O.

And on this farm, he had some chicks, E-I-E-I-O.

With a chick chick here, and a chick chick there,

Here a chick, there a chick, everywhere a chick chick,*

Old MacDonald had a farm, E-I-E-I-O.

(Verse 2: ducks—quack quack; verse 3: turkeys—gobble gobble; verse 4: pigs—oink oink; verse 5: cows—moo moo; verse 6: mules—hee haw; verse 7: dogs—bow wow; verse 8: cats—mew mew; verse 9: a truck—rattle rattle.)

**As you go through the song, repeat the third and fourth lines of each previous verse.*

“Be Kind to Your Web-Footed Friends”

(Tune: “Stars and Stripes Forever”)

Be kind to your web-footed friends,
For a duck may be somebody's mother.
Be kind to your friends in the swamp,
Where the weather's always damp.
You may think that this is the end.
Well—it is!

“Tarzan Of The Apes”

(Tune: “John Brown’s Body”)

I like bananas, coconuts, and grapes.
I like bananas, coconuts, and grapes.
I like bananas, coconuts, and grapes.
That’s why they call me Tarzan of the Apes!

(Each verse gets softer and softer until “Tarzan of the Apes,” which is shouted.)

“Clementine”

In a cavern, in a canyon,
Excavating for a mine,
Dwelt a miner, forty-niner,
And his daughter, Clementine.

Chorus:

Oh my darling, oh my darling, oh my darling Clementine!

Thou art lost and gone forever; dreadful sorry, Clementine!

Light she was, and like a fairy,

And her shoes were number nine,

Herring boxes without “topses,”

Sandals were for Clementine.

“A-K-E-L-A”

(*Tune: “B-I-N-G-O”*)

We have a leader we all love,

Akela is his name-o.

A-K-E-L-A

A-K-E-L-A

A-K-E-L-A

Akela is his name-o.

(Repeat the verses, replacing the letters with clapping, as in the song “B-I-N-G-O.”)

“The Grand Old Duke of York”

(*Tune: “A-Hunting We Will Go”*)

The grand old Duke of York,

He had ten thousand men.

He marched them up the hill (*everyone stands up*),

And marched them down again (*everyone sits down*).

And when you're up you're up (*everyone stands up*),

And when you're down, you're down (*everyone sits down*).

And when you're only halfway up (*everyone stands halfway up*),

You're neither up nor down (*everyone stands up and sits down quickly*).

(*Repeat several times, getting faster each time.*)

“Do Your Ears Hang Low?”

(*Tune: “Turkey in the Straw”*)

Do your ears hang low?

Do they wobble to and fro?

Can you tie them in a knot?

Can you tie them in a bow?

Can you throw them o'er your shoulder,

Like a Continental soldier?

Do your ears—hang—low?

GAMES

Games are a great way to bring fun and excitement to a den meeting. Many den meeting plans suggest a game to play for fun and to connect with a Cub Scout adventure. It's also a great idea to be ready with a favorite game to share with the members of the den. A game can add fun and help us achieve the values of Scouting. As with leading songs, it is important when leading

games to select the right game for the right time and place and to know how to play the game before you teach it.

Hints for Leading Games

Cub Scouts will like most games if leaders have fun leading them. You can be a successful games leader by following these simple suggestions:

- *Know the rules of the game and have the necessary equipment on hand.*
- *Plan not only what you are going to do, but how you are going to do it.*
- *Make sure the space available is large enough so everyone can play.*
- *Remove potential hazards from the play area.*
- *Get the full attention of the group and then explain the rules of the game simply, briefly, and in proper order. Be enthusiastic.*
- *Show and tell—make sure that the nature of play is understood by everyone.*
- *Ask for questions after explaining and demonstrating the game. Try one practice round before playing for real.*
- *Be sure that Scouts follow the rules. Insist on good sportsmanship and fair play.*
- *If the game is not going right, stop it and explain the rules again.*
- *Don't wear a game out. Quit while the Scouts are still having fun.*
- *Have enough leaders to handle the group.*

Keep It Simple; Make It Fun (KISMIF).

Here are some suggestions for games:

BALLOON BATTLE ROYAL

Activity level: High

Materials needed: Any number of players, balloons, string

Arrange Cub Scouts in a large circle, each with an inflated balloon tied to their ankle. On a signal, players try to break all other balloons by stamping on them, while not letting their balloon get broken. When a balloon is broken, that player leaves the game. The game continues until only one player is left.

CAT'S TAIL

Activity level: Moderate

Materials needed: Pieces of cloth or yarn—different colors for each team

Divide the group into two teams that are evenly numbered. Hide several pieces of cloth or yarn with a different color for each team. One Cub Scout on each team is a cat without a tail. On a signal, all players search for “tails” of their color. As each tail is found, it is tied to the belt of the team’s cat. The winner is the team whose cat has the longest tail at the end of five minutes.

BEAR IN THE PIT

Activity level: High

Form a circle with any number of Cub Scouts. One player, the “bear,” stands in the center of the circle. While the other players hold hands tightly, the “bear” tries to get through the ring by force or by dodging under their arms. “Bears” may not use their hands to break the grip of the players in the ring. When a “bear” does break through, the players in the circle try to catch it. The first one to tag the “bear” becomes the next “bear.”

SHERE KHAN (THE TIGER GAME)

Activity level: High

Materials needed: Large room or outdoor area

This game will work with any number of players. One Cub Scout is Shere Khan, the tiger, and stands in the center of the playing area. All others line up against a wall. The object of the game is for the players in the line to cross to the opposite wall without being tagged by the tiger. To start the game, Shere Khan says, “Who’s afraid of Shere Khan?” The others answer, “No one,” and immediately run across the open space toward the opposite side. All Cub Scouts tagged help Shere Khan tag the remaining players in the next round. The last one tagged becomes the next Shere Khan. Variation: With a big field and a large number of players, half of them can be Shere Khans and the other half humans.

BUCKETBALL

Activity level: High

Materials needed: Large room or playing area, a ball, and two baskets, boxes, or buckets for goals

This basketball-type game is played with an even number of players, any type of ball that bounces, and two large containers such as laundry baskets, bushel baskets, or wastepaper baskets. Place the goal baskets about 60 feet apart, or closer if you don't have that much space. Divide the Cub Scouts into even-numbered teams and play using basketball rules. No points are scored if the ball doesn't remain in the basket or if the basket turns over.

MONKEY IN THE MIDDLE

Activity level: Moderate

Materials needed: Medium-sized playing area and a playground ball or volleyball. Three players play this game. Choose one to be the "monkey." The other two players stand about 10 feet apart while the "monkey" stands between them. The two end players toss the ball back and forth, and the "monkey" tries to intercept it. The "monkey" can also scramble for the ball if one of the end players fails to catch it. If the "monkey" gets the ball, that player trades places with the one who threw it.

BALLOON SWEEPING RELAY

Activity level: High

Materials needed: Balloons, brooms

Arrange an even number of players in two separated lines. Place an inflated balloon on the floor in front of each team. Give the first Cub Scout in each team a broom. On a signal, that player sweeps the balloon to a turning line and back, and then hands the broom to the second player, who repeats this action.

BALLOON KANGAROO JUMPING

Activity level: High

Materials needed: A balloon for each player

Cub Scouts line up side by side, each with an inflated balloon between their knees. On a signal, they all hop to the other side of the room and back to the starting line. The player finishing first wins. If a player's balloon is broken, they are out of the race. If one of the players drops their balloon, they must put it between their knees again before they can keep going.

ROLL FOR DISTANCE (TIRE GAME)

Activity level: Moderate

Materials needed: One tire for each Cub Scout. Each player rolls their tire as hard and as fast as they can to a stopping line. The player whose tire rolls the farthest wins.

TIRE ROLLING RELAY (TIRE GAME)

Activity level: Moderate

Materials needed: For each team, one tire, a stake or a chair, and a cone to mark their turning line

Form two teams and give the first Cub Scout on each team a tire. Place a stake or chair opposite each team on a turning line. On a signal, the first player rolls the tire to the turning line, around the stake or chair, and back to their team so that the next player can go.

Appendix



YOUR SERVICE RECORD

Den Chief Service Award

PREPARATION

When you take on the job of den chief, discuss the following with your den leader and either the Cubmaster or another adult leader in Scouting:

- *The importance of the attitude of service and leadership within Scouting*
- *The attitude regarding service and leadership within the den*
- *The length of service to the pack*
- *The need to carry and use this book*

Den Chief

Your name

has discussed the role of den chief with us and is now prepared to begin working for the award.

Den Leader

Signature

Date

Unit Leader*

Signature

Date

PERIOD OF SERVICE

Date/Leader's

Initials**

_____ Den chief has served the pack faithfully for one full year.

TRAINING

_____ Completed online Den Chief Training or

_____ Completed in-person training conducted by the council or district
Date: _____

SERVICE REQUIREMENTS

_____ **Know and understand the purposes of Cub Scouting.**

_____ **Help each den member achieve the purposes of Cub Scouting.**
The den chief knows and uses the following within the den:

- *The Scout Oath*
- *The Scout Law*
- *The Cub Scout motto*
- *The Cub Scout salute*
- *The Cub Scout sign*
- *The Cub Scout handshake*
- *The meaning of Webelos*

_____ **Be the activities assistant in den meetings.** The den chief has led the following activities:

Five songs

_____ Date _____ Date _____ Date _____ Date _____ Date _____

Five stunts or skits

_____ Date _____ Date _____ Date _____ Date _____ Date _____

Five games

_____ Date _____ Date _____ Date _____ Date _____ Date _____

Five sports or activities

_____ Date _____ Date _____ Date _____ Date _____ Date _____

_____ **Set a good example by attitude and uniforming.** The den chief has maintained the following for a period of six months:

A cheerful Scouting attitude within the den

Month Month Month Month Month Month

Proper uniforming at den meetings

Month Month Month Month Month Month

_____ **Be a friend to the youth in the den.** The den chief understands the following:

The meaning of friendship

What Cub Scout-age children are like

The need to praise and build up the den members

_____ **Take part in weekly meetings.** The den chief took part in weekly meetings for six months.

Month Month Month Month Month Month

_____ **Assist the den at the monthly pack program.** The den chief has assisted the den at the monthly pack program at least three times.

Date

Date

Date

_____ **Meet as needed with the adult members of the den, pack, troop, crew, or ship.** The den chief understands the need to work together. The den chief has maintained a notebook with the telephone numbers of the den leader, Cubmaster, Scoutmaster, crew Advisor, or Skipper who works with den chiefs, and any other adult member of the pack, troop, crew, or ship named by the den leader. This notebook has been used to mark down the dates and times of all den functions for one year. The den chief has either attended the annual pack planning conference or met with the Cubmaster or den leader to prepare their notebook. The den chief has called the leaders concerned if unable to attend scheduled meetings.

COMPLETE FOUR OF THESE PROJECTS

_____ Serve as a staff member of a special Cub Scouting event, such as a

Scouting show, bicycle rodeo, etc.

Event and date

_____ Serve as a staff member of a Cub Scout day camp or resident camp.

_____ Advance one rank.

_____ Assist in recruiting three new youth into Cub Scouting.

Names: _____

_____ Assist three Cub Scouts to become Webelos Scouts.

Names: _____

_____ Assist three Webelos Scouts to join a Scouts BSA troop.

Names: _____

_____ Help to plan and carry out a joint pack-troop activity.

Activity and date

_____ Recommend to your Scoutmaster, Venturing Advisor, or Skipper another Scout, Venturer, or Sea Scout to be a den chief.

Name:

DEN CHIEF SERVICE AWARD APPROVAL

Den Chief

of Troop/Crew/Ship

has completed the preparation, service period, training, service requirements, and projects. The den chief is therefore entitled to receive and wear the Den Chief Service Award.

Cubmaster _____

Signature

Date

Den

Leader _____

Signature

Date

Show this to your Scoutmaster, Venturing Advisor, or Skipper for presentation at the appropriate ceremony.

Scoutmaster/Advisor/Skipper

Date awarded _____ Pack

DEN CHIEF SERVICE AWARD RECOGNITION

Den chiefs who qualify for the Den Chief Service Award wear the special Den Chief Service Award Cord and may continue to wear it as long as they are Scouts BSA, Venturers, or Sea Scouts, even if no longer a den chief. Wear it with pride! You worked hard to earn it!



DEN CHIEF PLANNING SHEET

	Activity	Supplies Needed/ Reference	Den Chief	Den Leader
Meeting Date				
Adventure				
Before the meeting				
Gathering				
Opening				
Talk Time				
Activities				
Closing				
After the meeting				
Notes for future activities				

Contacts:

Den Leader: _____ Phone: _____

Email: _____

Meeting location: Address: _____ Phone: _____



* Leader may be the Cubmaster, Scoutmaster, Crew Advisor, or Skipper.

** Leader may be the den leader, Cubmaster, Scoutmaster, Crew Advisor, or Skipper.

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Scout Oath

On my honor I will do my best
To do my duty to God and my country
and to obey the Scout Law;
To help other people at all times;
To keep myself physically strong,
mentally awake, and morally straight.

Scout Law

A Scout is trustworthy, loyal, helpful,
friendly, courteous, kind, obedient, cheerful,
thrifty, brave, clean, and reverent.

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